HA2811-32 NVIDIA Driver

Feature highlights

Interface
- AGP interface
- 4x/2x AGP supports

Chipset
- NVIDIA® RIVA TNT-II M64

Memory
- 32MB SDRAM

General features
- 64bit memory interface
- 128-bit 2D and 3D graphics accelerator
- 300 MHz RAMDAC
- 2nd Generation 128-bit Twin Texel architecture 2 texture-mapped, lit pixels-per-clock cycle
- Single-pass multi-texturing
- 32-bit color with 32-bit Z/stencil Buffer
- NVIDIA® shading rasteriser

- Optimized for Direct3D acceleration with complete support for Microsoft DirectX 5.0, 6.0 and OpenGL support
- DVD sub-picture alpha blend composite□- Advanced support for DirectDraw
- Supports NTSC, NTSC-EIA (Japan), and PAL (B, D, G, H, I, M and N) TV formats
- 15-pin D-Sub VGA connector

High quality video playback

- DVD and HDTV ready motion compensation for MPEG-2 decoding up to 1920x1080 NTSC format

Full software support

- Windows® 95 / 98 and Windows® ME display drivers
- Windows® 2000 and XP display drivers
- OpenGL ICD support for Windows® 95 / 98 / 2000
- Linux

Other features

- Video-Out function (S-Video and RCA connectors)
- TV-out connector (Optional)
- TV-out cable (Optional)

Supports super high-resolution graphics

Resolution	Colors	Refresh Rate
640x480	8/16/32 bit	150Hz
800x600	8/16/32 bit	150Hz
1024x768	8/16/32 bit	120Hz
1152x864	8/16/32 bit	120Hz
1280x1024	8/16/32 bit	100Hz
1600x1200	8/16/32 bit	85Hz
1920x1200	8/16/32 bit	75Hz
2048x1536	8/16 bit	60Hz

TOP

All information is subject to change without notice.